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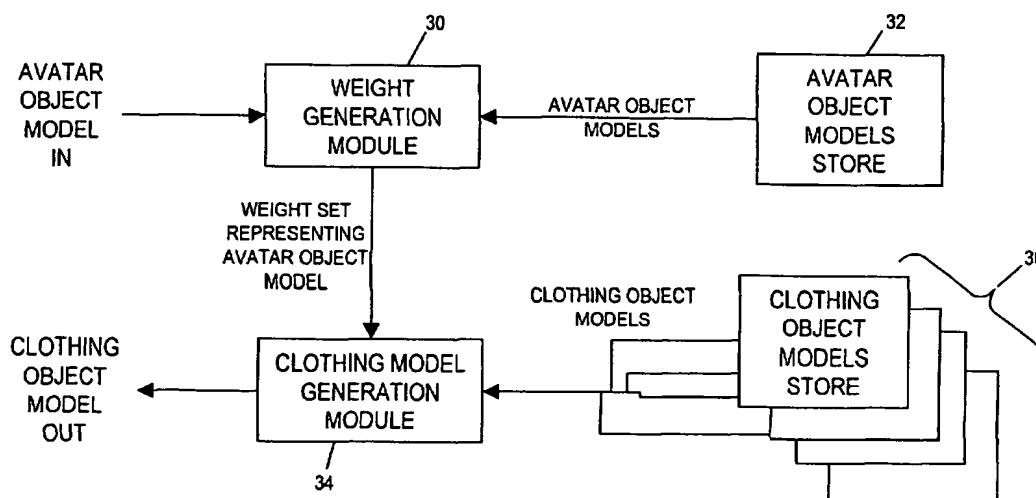
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(54) Title: METHOD AND SYSTEM FOR VIRTUAL OBJECT GENERATION



(57) Abstract: A method and system for analysing an object model of a first type such as avatar, and for generating an object model of a second type, such as a clothing model, is described. The object model of the first type is analysed by comparing it to a set of pre-defined object models of the same type and deriving a set of weight values which when used as coefficients in a summation of the predefined object models result in an approximation to the input object model. The derived set of weight values can then be used to sum together a set of predefined object models of a second type to give a new predefined object model of a second type which corresponds to the input object model of the first type. Preferably, the input object model is a user avatar, and the output object model is a virtual item of clothing. The user avatar may then be displayed to a user "wearing" the generated item of clothing.



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